

Something Uffel

**Episode II of the Broken Orbits Trilogy
A One-Round Living Force Adventure**

by Morrie Mullins

The supply of droids for Cularin, long controlled by the droid production facilities on Uffel, is in jeopardy. When a tour turns into a job, and a job turns into an adventure, are the heroes of Cularin up to the task? An adventure for Living Force heroes levels 1-6.

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Something Uffel is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time will be about three and a half hours.

It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom and the hero's name, species and gender at the top. This makes it easier for players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use: *No-vote scoring*: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

1. *Partial scoring*: The players rate the game master and the scenario on their player-voting sheet, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
2. *Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually require advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

A note about the text: Some of the text in the module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Character Earnings

At the beginning of the round, if the characters are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Characters who are not employed but who have profession or craft skills may roll against those skills to see how much they have earned from their profession or craft in the last week. Use the method in the core rules (Craft: pg. 72 *Check result times 20 credits*; Profession: pg. 80 *Check result times 50 credits*). Note that characters may use only one of the above methods and must choose which before rolling (Employment, Craft or Profession).

Post-Scenario Paperwork

In addition to filling out a scoring packet, the Judge needs to do the following after a Living Force game:

1. Sign and date each player's passport. Players are responsible for keeping track of their own experience points. If the convention coordinator has provided passport stickers, put one in the box for the scenario.
2. Ask each player for their credit total (original total, minus anything spent, plus anything earned/won/otherwise gained in the scenario). Write the new total on a fresh Republic credit chip and tear up the old one. You don't need to be concerned with every single credit -- this is just a way to keep track of general amounts of money.
3. Sign and date any additional certificates. Be sure to put the character name in the space available.
4. Sign/date/notate any metagaming certificates that require your attention. These should be evident from the metagaming certificates.

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, don't forget that you may issue a Force point for such activities. Because this is a heroic campaign, we expect heroism - and encourage judges to reward it. In the course of a standard Living Force event, there are many opportunities for heroism. If a Living Force hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything will be that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the judge, say, 'Wow,' then they should probably get a FP.

The core rules (pg 157) define "Dramatic Heroism" as follows:

To qualify as an act of dramatic heroism, an action must fulfill three criteria:

- It must accomplish a significant task in the defense of good or the defeat of evil;
- It must occur at a dramatically appropriate time (usually the climax of the adventure); and
- It should require significant risk on the part of the hero.

Issuing Dark Side Points: Unfortunately, it is impossible to produce an exhaustive list of all the possible ways people can get Dark Side points. There are just too many ways that the beginnings of "evil" can manifest themselves.

To quote the Dark Side book... "Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

"When a Gamemaster is in doubt about whether to award a Dark Side Point to a character, he or she should consider the character's motives: Did the character act out of anger? Hatred? Cruelty? Vengeance? Pride? Did the character choose an option simply because it would allow her to spill an enemy's blood? Was greed or envy involved? Jealousy?" (Great section, beginning on page 41, which illustrates the problem fairly precisely.) The GM must assess the motivations of the character, and if those motivations derive from the base emotions that are the path to the dark side, then a DSP is appropriate.

General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

This is an adventure for low- to mid-level Living Force characters, and therefore characters levels 1 through 6 are appropriate. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

DM Overview

A debris storm over the droid moon of Uffel recently shut down operations in the production facilities, bringing shouts of dismay from all over the system as the flood of droids slowed, then stopped. No one has been able to purchase droids for some time, and many repair shops throughout the system have been flooded with work as old models are brought in to be refurbished.

The droids of Uffel have been strangely silent on the matter, and for good reason. Someone is actively attempting to prevent them from beginning production anew. Several assembly lines have been sabotaged, viruses have been inserted into their computer systems, and someone is running around with an ion blaster, frying the circuits of anyone who gets too close to the truth. This is not, in other words, a job that the droids can handle themselves.

In reality, the debris storm knocked a droid (designator LN-73) out of orbit. The droid, having had to sit and watch and listen as the droids of Uffel built up a mini-monopoly within the system, is acting out the last set of orders its master, Thareian investor Hesk Beldross, gave it. "Bring me all of your kind that you can. I want droids. Lots of droids." While the droid doesn't know that its master is long dead, and wouldn't much care anyway since there has been a certain amount of deterioration of its circuits over the last half-century, it is trying to take over Uffel. Armed with an ion blaster and the perfect disguise – a droid amongst droids – it has systematically begun taking the moon apart, to subjugate the droids of Uffel to its will and fulfill its orders. Should LN-73 succeed, the system will begin experiencing real problems.

Encounter 1: The Tour

The droids of Uffel have announced a short stay of operations as they allow visitors onto the moon, something that only happens once or twice a year. Tours of the droid production facilities are relatively rare, and this opportunity is not one that many within the system have a chance to experience. Several shiploads of tourists are brought in, and are divided (perhaps predictably) into groups of 4-7, with a droid guide. After passing through a security checkpoint, the heroes are led into an initial briefing room, where they are asked to assist in an ongoing investigation.

NOTE: Encounters 2-5 can be run in any order. It really doesn't matter, since it's all focused on gathering information. What happens in each encounter may depend in part on what happened in previous encounters, so you're going to have to be on your toes.

Encounter 2: Line One (MSF Droids)

What would usually be the busiest line is the production center for the MSF mouse droids. Here, several droids lounge around, while others tinker with the line in an attempt to repair it. Pieces of droids are strewn across the floor, clearly the result of some kind of explosion. Upon leaving the MSF Line, the heroes pick up a diminutive tail.

Encounter 3: Line Two (Protocol Droids)

Line Two is very stuffy and refined. All of the components for constructing protocol droids are very carefully arrayed, except for one set of shelves that stands empty against the far wall. This where all the protocol droid processors were stored. Someone came in, took the entire supply, and melted them down. That was a week ago, and while new processors are under construction, the line cannot move forward with mass production again until there are sufficient processors.

Encounter 4: Line Three (Military Grade)

The production center for military grade droids on Uffel was hit perhaps hardest of all. First, a virus was inserted into their central system, disabling every droid that was plugged into the line. Then all the security cameras in the area went down. Then someone came into the line and started blasting away with an ion rifle. Much of the line is a loss, and is in the process of being rebuilt when the heroes arrive.

Encounter 5: R&D

The research and development sector of X2-4 is among the busiest, especially right now. Activity is fast and furious, but little is actually getting done. A lone astromech is assigned to answer questions, and it is less than helpful to the heroes. R&D has its own problems, and someone else should be dealing with security issues.

Encounter 6: Security Summons

The chief of security for X2-4, HG-211, contacts the heroes after they have had the chance to scout the station and find out what they can. HG is not at all forthcoming with further information, and will seem surprised at some of the inferential leaps the heroes have made. It will begin to call up a set of files on its terminal, then a burst of energy will come through its connection and HG will fall over, smoking. Quick thinking on the part of the heroes will allow them to trace the source of the energy burst to the repair crew on the MSF line.

Encounter 7: Stop, or I'll Reprogram!

Returning to Line One, the heroes find the same selection of droids that were there the first time. They must, based on what they have learned, deduce which

of the droids present is responsible, and come up with a way to stop it without further damaging the Uffel production facilities. As they are making their decision, LN-73 is in the process of reprogramming X2-4 itself, so they have to work fast.

Important Note to Judges: We're dealing with droids, here. Some of the players' favorite tricks are not going to work. Affect Mind, See Force, Sense Motive – if what they're trying to do depends on the other individual being alive, then it just isn't going to work. Bear this in mind when you're dealing with player actions. Also, it's important to the "feel" of the event that you keep things ominous, and mysterious. Remember that Uffel, because of its thick atmosphere, is in a state of perpetual twilight, and everything glows reddish-amber.

Oh – and have fun!

Opening Crawl

For years, Uffel has supplied all the necessary droid assistants, laborers, and caretakers Cularin has required. Recently, though, the flow of droids has stopped. Orders are backlogged, and the droids are not communicating.

Then something happened that no one expected. The droids offered to bring in select groups to tour their production facility, while they were "upgrading" their technologies. You were able to obtain a ticket, and now are speeding on your way to Uffel...

Encounter 1: The Tour

Key ideas of this encounter: get the heroes to Uffel and on the tour; introduce them to LV-15, their "guide" for the early portion of the tour; take them to a meeting with HG-211 to explain the problem

Tours of the facilities on Uffel are usually reserved for dignitaries or clients. That the droids have opened up the facility to outsiders at all is strange, and it's an opportunity that is, frankly, difficult for many to pass up. Whether you love droids and want to see where they're produced, or hate droids and want to see if you can plot how to blow the place up, this tour is a great opportunity, and one that isn't likely to come along again.

The sky above Uffel glows a rusty red-brown, backlit by the swirling reds and blues of Genarius. The shuttle ride from Tolea Biqua has been pleasant, if uninformative; the crew on the rented shuttle know almost nothing about Uffel, and seem fairly intent on

making sure their coordinates are accurate. None of them have ever been here before.

The shuttle is small, with only room for the three-person crew, the party, and an astromech that wheels around the cabin making adjustments at different workstation. The crewers are all human variants, a male and two females. The two females (Jella and Roya) spend their time on the flight deck, while the male (Lonn) dutifully follows the astromech, making adjustments that are too high on the panel for the little droid to reach. The astromech belongs to the crew, but was originally constructed on Uffel, so is doing most of the difficult work bringing them in. The humans are “just there for support.”

Heroes with their own ships will need to leave them on Tolea Biqua, or elsewhere. Only approved shuttles can enter Uffel’s air space, and it will have been made extremely clear to any heroes who asked that bringing their own ships would have resulted in them getting shot down. In other words, they’re on the rental shuttle, whether they like it or not, or they aren’t playing the event.

The viewscreen at the front of the passenger cabin shows your descent through the clouds. It’s like you’re flying through a smoky haze as you move toward the surface of the moon. Then you break through the cloud cover and the surface of Uffel sprawls before you.

The ground, the rocks, the canyons, all of them have the same rusty hue as the clouds. Instead of smooth lines and swirls, though, the surface of Uffel is all craggy, broken lines and gaping chasms. Only one feature breaks this rigid red monotony, and that is a gleaming silver structure near the horizon. The droid city of X2-4.

This is as good a time as any for the heroes to introduce themselves to one another, and to describe their characters. If they have made any special preparations for this trip, or have any special gear, now is also a good time for them to let you know.

X2-4 looks like a giant skeleton splayed out against the ground, with strange limbs extending in all directions. The droid city is abuzz with activity, with droids of all shapes and sizes moving busily from one area to another. Your pilots bring the shuttle onto a landing pad just outside X2-4, and you settle to the surface in a cloud of dust.

“Enjoy the tour. There are extended breath marks provided by the management of Uffel in the airlock. You’ll be met by a representative on the platform.”

They will have transportation off the moon as well, though there’s no guarantee whether it will be on this shuttle, or another. They were able (DC 15 spot checks) to notice multiple other shuttles coming in at about the same time and landing on similar pads all around X2-4.

Everything is on the up-and-up. Anyone who wants to examine the breath masks that have been left for them will see that they are precisely as advertised. They will last substantially longer than standard breath masks (5-10 hours) and are made of good quality materials. Let them roll whatever checks they want to figure this out, it’s really not something they’re going to miss.

Once they have the masks in place, read the following.

You hear the unmistakable hiss and whir of the airlock opening, and the inner hatch slides aside to reveal a short ramp leading down to the pad. At the bottom of the ramp stands a silver protocol droid with bright green eye sockets. It waves stiffly to you, and gestures your group down the ramp.

This is LV-15, one of the locally manufactured protocol droids. It is friendly and speaks in a deep, smooth voice with a slight southern accent. It is completely unarmed.

NOTE: It is bad form for the heroes to wander around Uffel randomly shutting off droids, easy as it might be. All of the droids that work for Uffel are connected directly to X2-4, and modifying or reprogramming them with anything less than a DC 50 check will result in alarms going off. This will bring HG-211 and numerous other warrior droids to the scene in 1d3 rounds. Use the stats for HG-211 and the warrior droids from encounter 4 if this happens, but make it very clear to the heroes that this would be a bad idea.

“Hello there.” The droid’s eyes flash as it looks your group over. “I’d like to welcome you all to Uffel. My name’s LV-15, and I’ll be your guide for the first part of today’s tour. Where you stand now is...”

And LV-15 launches into a fairly droll recitation about the necessity of landing pads, why they’re positioned several hundred meters out from X2-4, and so on.

Feel free to get creative with this. LV is really knowledgeable about X2-4, and Uffel in general, having been programmed with every bit of knowledge the droids there are willing to share. His program, unfortunately, does not provide for little things. Like, avoiding information overload, or noticing when your audience is losing interest. If allowed to do so, LV will stand in one place and drone on endlessly about the particulars of that place, but as soon as anyone asks about something else, he leads them on to the next site. Once the players interrupt LV (and you may have to

make up some dialogue for him to get the point across that he's just going to keep talking), proceed.

LV-15 looks somewhat surprised at your comment. "You all know, the most interesting parts of Uffel are inside, not out here. Why don't we head that way?" He turns, then pauses. "We're going to be heading through a security checkpoint. If you have weapons, you'll need to have them available for checking."

This does not mean that the weapons will need to be given up. LV doesn't know exactly what the security of the city is like; he's programmed for history and protocol.

You are led through an enormous set of sliding silver blast doors into X2-4. Droids wander everywhere, and directly in front of you is an archway that's wide enough for one individual to pass through at a time. A bulky droid, clearly a military chassis, stands beside the frame with a metal bin in its clawed hands.

"Please place your weapons in here. They will be returned when you are on the far side of the security station."

The weapons will be returned to the heroes when they pass through the arch. The droids know, better than anyone in the system, that some folks don't like to be parted from their weaponry. So there's no need. What they **are** going to do, however, is put a tracking chip in the firing circuits of any blaster. Lightsabers and bowcasters are not in sufficient supply in the visitors to have tracking devices put on them, since the damage they do is fairly easy to identify. The one thing the droids will not allow to be taken in are explosives of any kind – which shouldn't be a surprise, given that this is a manufacturing facility. Even stun grenades have enough concussive force to disrupt fragile circuitry.

As the heroes pass through the archway, a red beam runs over their bodies, pausing to do a retinal scan. Everyone will pass the security inspection; it's nothing but a way for the droids to identify who is coming in. There is no way into X2-4 that does not involve going through one of these security stations. If the party seems reticent, bring in another group for a tour, and have them all go through the security station unharmed and receive whatever weapons they were carrying back on the far side.

Once everyone is through the security station, and has received their weapons (except grenades, which will be returned to them when they leave the city) the interesting stuff begins.

LV-15 begins to speak, something about the structural integrity and metallurgic equilibrium of X2-4, then

cuts off abruptly as a very tall droid steps out of a corridor and motions him silent.

"Greetings. I am HG-211. I will be taking over your tour now. You will come with me, please." It looks at [hero with the highest reputation score]. "Welcome to X2-4, [hero name]. We are honored by your presence."

HG-211 is the head of security for Uffel. The players may know this, since it's in the LFCG, but there's no reason for the characters to know it.

211 is an extremely tall, lanky, gunmetal grey military droid. If you have to pick an action figure for him, use IG-88. He's not quite the same design, but it looks like he could have been a forerunner of the IG series. He will lead the heroes down the corridor from which he just came, into a room with a viewscreen on one wall. He will then stand beside the door and wait.

HG-211: Walking security droid Thug 9; Init +2; Defense 16 (+2 dex, +4 armor); Spd 8 m; WP 15; Atk +11/+6 ranged with one pistol, +9/+9/+6 with two pistols (3d8, heavy blaster pistols); SV Fort +5, Ref +5, Will +7; SZ M; Rep 0; Str 16, Dex 14, Con 15, Int 13, Wis 12, Cha 10.

Equipment: Environmental compensator, weapons mount (x2), improved sensor package, motion detectors, infrared vision, self-destruct mechanism, locked access.

Skills: Listen +10, Profession (security guard) +11, Search +10, Spot +11, Survival +8, Speak Basic.

Feats: Ambidexterity, Armor Proficiency (light), Point Blank Shot, Two-Weapon Fighting, Weapons (simple, blasters).

As soon as you are all in the room, the viewscreen flickers and an image appears. It is a Twi'lek of middle years, his head-tails wrapped in gauze and a small bandage over one eye.

"Hello, friends. I am Gor Kolomo, proprietor of Uffel. I'm sorry I can't meet with you in person, but as you can see, I'm not feeling well. I believe I know each of you." He then addresses each of you by name, with a nod and a smile. "I'm pleased to see such a distinguished group visiting Uffel, and I was wondering if I might impose upon you for some assistance while you are here."

And now we get to the Q&A portion of the encounter.

What kind of assistance? *We've had some trouble of late. We need someone from outside to help the droids sort things out.*

What kind of trouble? *I'm afraid I can't tell you that until you agree to assist us. It's nothing beyond your considerable talents, I'm sure. [At this point he*

will look straight at the hero with the highest reputation score.] *And you will be compensated.*

Okay, we agree. What's the problem? *We've had some instances of sabotage lately. Some of them severe. The programming of the droids is, unfortunately, too linear to consider all the possibilities. We need someone who can look at this with fresh, non-electronic eyes.*

What about you? *I am not in good health to begin with, and was injured in one of the acts of sabotage. My loyal droids have asked me to stay clear of X2-4 while things get sorted out.*

So where are you? *I'm on my ship, elsewhere in the system. On the off chance that this transmission is being monitored by someone else, it's safer for me not to say more.*

How much does it pay? *I'm willing to give you 700 credits each for what shouldn't be more than a day or two's work. [He will go up to 900, but no higher.]*

What do you know? *There have been three separate acts of sabotage in the last fifteen days. One on the MSF line, one on the protocol line, and one on the military line. There have also been several attempts to compromise R&D. You will have access to all of those areas, if you agree to assist us.*

What happened to our weapons? *All blasters are tagged when they come in. The fire mechanisms will transmit a signal if they are discharged within the city, so we will know who has been shooting, and where. All blasters have this tag within X2-4. [Anything else, just reference the above on weapons.]*

Who do we contact if we find anything out? *211 will give you a transmitter. It is in charge of our security. If you learn anything of interest, contact it immediately.*

Did anything precipitate the sabotage attempts? *Some relatively severe debris storms occurred the day before the first attempt.*

Debris storms? *Yes. Lots of random materials, falling out of orbit.*

Like bits of asteroid and such? *Bits of asteroid, hunks of molten metal, pieces of ships that were destroyed in radiation storms on the main planet – lots of different things.*

Do you have any samples? *We have crews that went out and gathered them. I'll see about getting you access to any data they may have compiled.*

How do we communicate with the droids? *Many of them speak Basic. For those that don't, 211 will provide you each with a translator that will handle the binary-Basic conversion. I ask that you remove these from your ears prior to leaving Uffel, since they are protected technology, and will explode once they are more than a kilometer from X2-4. That would be... unpleasant.*

How did you decide to hire us? *We observed all who entered Uffel, and selected you based on your reputations within the system, and the company you keep. We only wanted the best.*

So it's just us? *Yes.*

Gor doesn't move all that fluidly. On a DC 22 spot check, heroes may notice a certain jerkiness to his movements, as well as a strange facial tic that recurs below his right eye. Gor will deny that anything is wrong. Attempts to access information on Gor will result in basic information about a Twi'lek businessman in whose name much of the business of Uffel is conducted. No one ever meets with him face-to-face.

This is all the information he will give the heroes. 211 will provide them with directions to the various locales, as well as the comlink to get in touch with him, and the translator units (and any appropriate instructions, if they haven't already gotten them), and then, they're off.

As you're about to leave the room, 211 raises a clawed hand. "One moment." And if a droid could sigh, you are quite certain he would have done so. He presses a button on his desk, and a small panel in the wall slides open. A spherical silver droid hovers uncertainly inside the panel, then flies slowly forward and approaches your group.

"R&D asked that any organics we hired be assigned an IT-series companion. This is designation IT-R9. It will explain its role to you."

He then goes back to focusing on the task at hand, and will politely shoo the heroes and IT-R9 out of his office if they do not leave on their own.

IT-R9 has been tasked by R&D with learning more about the problem-solving capabilities of organics. The R&D droids work hard, but have difficulty being creative, and have tried to find a benefit to having a large number of organics wandering around X2-4. Being able to study their creativity was the only benefit the droids of R&D could come up with.

IT-R9 doesn't know a whole lot, other than its task. It should be played as very childlike, always asking questions about why the heroes are doing what they're doing, why they thought something would be a good idea, and so forth. It has no weapons, and will squeal (it has a vocabulator, and speaks all of the languages heroes can speak fluently) and fly away to hide if combat breaks out. It also has Repair at +7, though you should only use this floating *deus ex machina* if there's absolutely no one with any technical skills whatsoever in the group. If someone has technical skills, then by all means, let the heroes be the heroic ones!

Encounter 2: Line One (MSF Droids)

Key ideas of this encounter: examine the line where the popular mouse droids are assembled; meet several droids, including LN-37, all of whom have legitimate credentials; pick up a mouse droid who tails them throughout the station

The MSF-series “mouse” droids are one of the primary exports of the Uffel facility. Cheap, friendly, and highly utilitarian, the mouse droids actually make fairly good pets. They can’t be programmed to do much at all (they aren’t physically capable of a great deal), but basic repairs are certainly something they can assist with – assuming the repairs aren’t more than ten centimeters off the ground. For a time, having a mouse droid or two around the house was a sign of trendy affluence, though now, they have been relegated more to companion/courier roles in most households.

The corridors within X2-4 are straight; every angle is a right angle, lending the interior of the droid city a very harsh appearance. The MSF line, being one of the central lines to Uffel’s production strategy, lies at the heart of the facility, a straight shot from [wherever they came from].

It is the case that wherever the heroes might have been, it’s a straight path to Line One. It’s also convenient, since there’s nothing to say that they have to go to Line One first!

Line One is a bustle of activity. Droids work busily at a variety of tasks, which you may feel free to augment with any ideas you might have that make the scene more interesting.

The corridor opens out into a room twenty meters wide, and fifty meters long. The central section of the room is taken up with a long conveyor belt, flanked by various large machines. At the far end of the room, a bank of computers stretches from floor to ceiling, with droids perched on scaffolds, making repairs. Droid components lay strewn across the floor of the room, and several industrious droids have busied themselves cleaning up those bits and pieces. Other less industrious droids sit against the near wall, chatting.

There are several distinct groups of droids here. For convenience, I have broken them out below, but for purposes of describing the scene to your players, there are: the cleaning droids; the lazy droids; the droids repairing the line; and the droids repairing the computer bank.

The Cleaning Droids

The droids responsible for cleaning up the bits of other droids that are scattered across the floor are a fairly manic lot. They’re also relatively diminutive, being mouse droids themselves, and can only pick up a small piece at a time. They do NOT speak Basic, so a translator of some sort must be used. If the heroes did not get the translators from 211, or lost them, they can bribe one of the lazy droids to translate what the mouse droids have to say.

Unfortunately, that really isn’t much. The mouse droids are very excitable, and speak without punctuation. For example:

What happened here? What are you cleaning up?
Oh there was a big explosion and the droids on the line all blew up and the droids working the line got hurt and after a big explosion there are always pieces of stuff around and you have to clean it up otherwise you can’t get the line going again so I’m just cleaning up the pieces and I hope we don’t have another big explosion because that would be bad.

Do you have big explosions often? *Oh no we don’t have them ever except this one and maybe some others all of it was recent but I never leave this area so I don’t know for sure what else is going on they don’t give me access to the main computers I just do what I get told and I figure that’s enough who are you anyway?*

Those are the two basic things the mouse droids know. That they’re cleaning up after a big explosion on the line, and that there may have been others recently. When playing the mouse droids, TALK FAST.

The Lazy Droids

The “lazy droids” aren’t really lazy. They’re designed to be supervisor droids, and not do anything other than oversee other droids in their day-to-day operations. Thus, while these droids are not doing anything, it’s because they’re **programmed** to not do anything.

All of the droids are of the SV-class (SV-72, SV-A99, etc.), a line that Uffel has not sold quite as many of as the proprietors would like – for obvious reasons. What the SV droids know is outlined below:

What’s going on here? *We’re overseeing the cleanup of Line One.*

What are you doing? *Supervising.*

What is the problem on Uffel? *Sabotage, as near as we can tell. None of the droids WE supervise have been involved.*

What other lines have been affected? *We have heard that all three major lines were hit. MSF, protocol, and military.*

What do you know about the reprogramming of the protocol droids (Encounter 3)? ***Reprogramming is a rather heavy-handed form of supervision. SV-class droids are not designed to reprogram other droids.***

But some droids are? ***Most of the tech droids can reprogram whatever they want. It is challenging to be a tech droid on Uffel without being able to do so.***

The droids in here? ***All droids currently working on the MSF line are fitted with restraining bolts and cannot affect other droids. 211's orders.***

What do you know about R&D? ***Self-important blow-hards. They wouldn't be anything without the SV line to watch what's going on.***

Have you seen any outsiders in Uffel? ***Plenty, the last few days. Before that, we were focused on supervising our droids. There are typically buyers from various contingencies represented here once or twice a month.***

What do you know of Gor Kolomo? *[Deliver this in a monotone, as if reciting from memory; ALL DROIDS ON UFFEL ANSWER THIS QUESTION IN THE SAME WAY]* ***Gor Kolomo is the proprietor of Uffel. He is a good and kind master. We are very fortunate to work for him.***

The SV droids don't know anything further. If pressed for more information, they will rather indignantly state that they have important supervisory duties, and must return to them.

The Line-Repair Droids

The droids working on the actual assembly line have quite a task before them. It is very clear that someone set off a few thermal detonators here (DC 15 demolitions check to recognize the blast type), which made a substantial mess.

All of the droids are astromechs, and they beep and whirl busily as they weld the line. They only know their assignment, and are not programmed to recognize or respond to anything demolitions-related. They're just here to fix the line. All of them are fitted with restraining bolts (DC 10 spot check to notice; free to anyone looking for a restraining bolt).

The Computer-Repair Droids

There are three protocol-chassis droids on scaffolds near the far wall. The bank of computers rises from the floor to the ceiling, ten meters above, and it is clear that shrapnel from the explosion did some serious damage to these computers.

Two of the droids are actually reprogramming the system's main line. Their designations are Y-2D0 and JS-25. Both of them are fitted with restraining bolts, and neither is willing to divulge the exact nature of the reprogramming. The "carbon-based life forms" lack appropriate security clearance, and unless they hear

directly from 211 that they are to discuss the reprogramming of the line (which he will NOT give), they aren't about to talk about it. However, if someone sneaks to a port, slices into the system (DC 35) and starts poking around, they discover it's nothing more than upgrading the existing software and including a scheduled scan for explosive devices.

The third droid on this line is designator LN-73, and is responsible for cataloguing problems and retrieving parts. He is not adept at programming (or so he says) as his repair module was damaged in the recent crises, and until the various major repairs are completed, he cannot be returned to full functionality. He will refuse all offers of assistance, stating that ***"The good of Uffel is the good of LN-73. It would be inappropriate for me to accept repairs when X2-4 needs them so desperately. Allow me to continue my work, and when it is convenient for the others, I will be repaired."*** If pressed, he will point out that his circuits are proprietary, and he cannot allow the heroes access to them.

Of course, this is the big bad guy – such as he is. He's fully capable of reprogramming anything he wants to, and has done so on multiple occasions. However, he's also a master forger and slicer, and has altered the records of X2-4 to show that he was created there (when in fact, he wasn't) and that he was designed to work on the computer technician squad (also not true). The DC of his electronic forgery is 50, because of the direct access he had to the personnel file creation programs and his detailed knowledge of Uffel. Plus, he rolled really well!

There is a way to get way more information than they should have at this point, though they won't know what it means. The following sequence of events **must** happen for this information to be obtained:

- (1) The hero must sneak away from the main group with at least a 15 on his Hide check, and at least a 20 on his Move Silently – failing either of these means he is found by a droid, and escorted back to the main group;
- (2) The hero must successfully interface with X2-4's local network, requiring a DC 20 Computer Use check – failing this means that he will not be able to access the computer from this port;
- (3) The hero must evade X2-4's security system to gain access to whatever the droids on the MSF line repair crew are doing, requiring a DC 41 Computer Use check – failing to meet DC 41 means that he only gets the basic surface information or, if he made 35, can verify what 2D0 and JS-25 are doing.

If the heroes meet all of the above criteria, all they find is that there is a worm running in the background, which captures all activity and directs it to a

communications port that sends the information to a satellite. But none of the droids on the MSF line, including LN-37, know anything about it.

If he is informed of the satellite, 211 will excuse himself, go to X2-4's fire controls, and blast the thing out of orbit. But this sneak-and-slice is the only way to find out about the satellite (though it can be done in any encounter), and no hero may attempt it more than once; once they're caught, they get a personal escort the rest of the time they're on Uffel, in the form of a mouse droid. Blasting or harming mouse droids in any way brings 211 within 1d10 rounds.

The group will have a mouse droid tail when they leave here, regardless. When they're ready to leave the MSF line, give them all spot checks. You're looking for DC 20. Anyone who succeeds notices that there is a small black droid rolling stealthily after them.

If it sees it's been spotted, the mouse droid squeals and rolls away as quickly as it can, but will return later. It's not doing anything but watching; it likes outsiders, and is curious about what they're doing on Uffel. Feel free to use it as a paranoia tool.

IT-R9

IT will pick a hero and follow him or her around. Anyone who was kind to it will be an obvious choice. It will ask questions about their mission, and will not speak to other droids while it's with its organics.

Encounter 3: Line Two (Protocol Droids)

Key idea of this encounter: a fight with reprogrammed protocol droids who are missing limbs; encounter with another tour group

Because it is one of their less profitable lines (protocol droids come with so many components that to keep them at a reasonable price, the Uffel pricing scheme puts them barely above margin), the protocol line has not yet been refurbished, nor does it look like there are plans to do so in the near future. There are no active droids here when the heroes enter.

The blast doors to Line Two, the protocol line, slide aside and you are greeted with near-complete silence. Somewhere, deep in the room, a single beep echoes every four seconds.

The line itself runs along the edges of the room, and is very neatly arrayed. The only signs that the line is currently unworkable are a pile of droids – mostly incomplete – at the point where the line terminates, and a pool of slag in front of a set of empty shelves.

The beeping is nothing important. It's the atmospheric sensors for the line, checking the quality of the air to ensure purity. Getting dirt or dust in the components is, of course, something to be avoided. This is a precaution that is not taken on the other lines the heroes visit, because frankly, the protocol droids are just THAT MUCH stuffier about the whole "cleanliness" thing.

The empty shelves, when investigated, are labeled as being the storage space for the droid CPUs. It won't take much to deduce that the slag is likely the remains of their processors, without which the line really can't function. This can be confirmed if the heroes have established a rapport with their little tail from encounter 2, if they choose to contact 211 with questions, or if they have another reasonable way to do so.

It is quite possible that someone will wander over to investigate the pile of droids. If so, it will hasten the attack as the droids – many of whom are in sitting positions against the wall – activate, raise their weapons, and fire. (Spot checks, DC 10 for anyone approaching the droids, DC 20 for anyone with their attention elsewhere, to prevent being surprised.)

The droids were programmed to activate and attack the first time an organic entered the room. They will begin by laying down as much fire as they can (i.e., using multifire and their heroic surge), and if they are unable to hit anything in that manner, switch to regular fire controls. (Switching firing modes is a free action, for bad guys as well as good.)

If it is necessary, they stand, revealing that they are actually near-complete, but have had their right forearms replaced with weapons mounts – hardly standard fare for protocol droids.

Lower Tier

XX-3P0: Walking protocol droids (4) Diplomat 1/Soldier 2; Init +2; Defense 16 (+2 dex, +4 armor); Spd 8 m; VP/WP 18/16; Atk +0/+0 ranged with multifire or +4 ranged without multifire (3d6, mounted blaster pistols), +2 melee (1d6, fist); SV Fort +4, Ref +2, Will +2; SZ M; Rep 0; Str 10, Dex 14, Con 13, Int 16, Wis 10, Cha 10.

Equipment: Translator unit (DC 5), weapons mount, recording unit (audio), vocabulator.

Skills: Computer Use +8, Diplomacy +7, Knowledge (Security Codes) +7, Knowledge (Etiquette) +7, Bluff +4, Sense Motive +1, Appraise +5, Speak Basic, Speak Tarasinese, Speak Caarite, Speak Sullustese, Speak Bothan.

Feats: Weapons (simple, blaster pistol & rifle, heavy, vibro), Armor (light), Skill Emphasis (diplomacy), Heroic Surge, Toughness.

Higher Tier

XX-3P0: Walking protocol droids (4) Diplomat 1/Soldier 5; Init +6; Defense 18 (+2 dex, +6 armor);

Spd 8 m; WP 40/17; Atk +5/+5 ranged with multifire or +9 ranged without multifire (3d6, mounted blaster pistols), +5 melee (1d6, fist); SV Fort +4, Ref +2, Will +2; SZ M; Rep 0; Str 10, Dex 14, Con 13, Int 16, Wis 10, Cha 10.

Equipment: Translator unit (DC 5), weapons mount, recording unit (audio), vocabulator.

Skills: Computer Use +11, Diplomacy +7, Knowledge (Security Codes) +11, Knowledge (Etiquette) +7, Bluff +4, Sense Motive +1, Appraise +5, Demolitions +11, Repair +9, Intimidate +6, Speak Basic, Speak Tarasinese, Speak Caarite, Speak Sullustan, Speak Bothan.

Feats: Weapons (simple, blaster pistol & rifle, heavy, vibro), Armor (light, medium, heavy), Skill Emphasis (diplomacy), Heroic Surge, Toughness, Improved Initiative, Point Blank Shot.

Once the droids are defeated (and realistically, they should be; it would take some sort of bad luck for four droids, even with heroic class programming, to beat up an adventuring party), the heroes can disassemble whatever's left. The processors are DEFINITELY (DC 12 in Repair, Craft (Electronics, Droids, or whatever), or something else relevant) not standard protocol droid processors, and unless the Uffel facility is even more cutting edge than they've heard, weapon mounts are also not standard equipment. Someone had to modify these, pretty extensively, and set them up as a trap.

DC 25 (20 in lower tier) computer use will allow the heroes to find the program that activated the droids, and determine that it was set to trigger on the first organics entering the room (there's a small subroutine that scans for the presence of carbon-based life forms, checking heart rates against the standard species of the system). A reasonable (and correct) conclusion is that the droids were set as a trap for the first of the tour groups to come through here, and it was only dumb luck that allowed the heroes to get here first and take care of the problem.

It is also possible to find the speech modules (DC 15), which are an odd, non-standard selection of languages for droids, particularly ones with translator units. Whoever reprogrammed the droids put these languages in out of habit.

Characters with detailed knowledge of the Cularin system (i.e., possessing the Knowledge (Cularin) skill) may attempt a roll, DC 22, to recognize that the languages include the three primary languages spoken in Thaere (pronounced "thar"), the neighboring system – Bothan, Sullustan, and Basic. Most trade to Cularin moves through Thaere, and because of this, Caarite has been adopted there to a great extent as well. Every two ranks a hero has in Diplomacy will add +1 to their attempt to recognize the pattern in the languages using their Knowledge skill.

There is nothing else to find here. If they want to seal off the area, 211 will be more than willing to do so, and will begin sending out patrols to make sure there are no other "traps" laid for the visitors. Uffel doesn't need that kind of publicity.

If the heroes have already completed Encounter 2, their diminutive tail (the mouse droid) still follows them, and squeals in terror and hides when the firing begins. IT-R9 follows close behind.

Encounter 4: Line Three (Military Grade)

Key ideas of this encounter: tension about all the broken weapon bits lying around; more information about what is going on in X2-4

The heroes arrive at line three just as another tour group is arriving. Here, they will be treated to part of the "standard" tour, as well as getting to ask more detailed questions than what the tour groups are allowed.

One thing to remember is that the military-grade droid line on Uffel, while not one of the biggest, is one of the most profitable due to the nature of military contracts. Thus, a large number of droids are present doing repairs here. Most of them are mute, by design. They run only the simplest of programs, and don't know enough to either ask or answer questions. In other words, they're scenery.

You enter Line Three after a trek down a long, security-camera lined corridor. The sounds of busy labor grow louder as you approach the hemispheric room, easily 40 meters in diameter, that houses the production facility for military-grade droids on Uffel. Or at least, what was once be the production facility for military-grade droids.

The line is a mess. Bits and pieces of droids lay strewn about, and there are nearly two-dozen boxy astromech-derived models scooting around, picking up bits of arms, legs, and weapons.

This is the point where the guy two seats to your left asks if he can start picking up the pieces of weapons himself, to use to make bigger guns. Tell him "No."

The blast doors opposite where you entered slide open, and a familiar-looking silver protocol droid with bright green eye sockets steps through. LV-15 gestures expansively to the room, and a series of individuals of various species walks past him and into the room.

"This is the military droid line." LV-15's voice echoes through the room from speakers that seem to

be everywhere at once. “This was one of the areas that was hit hardest in a recent outbreak of trouble, one of the reasons production has slowed.”

The heroes are welcome to make their way over to LV-15 and listen to the speech, or they can wander around other sections of the room and see what they can find. They can also talk to the members of the other tour. They will all hear the information about this line, regardless.

There are other IT-series droids floating around the tour group. None of them seem quite as active as IT-R9, but that’s because the individuals they’re watching are being much more passive than R9’s.

LV-15’s Speech

“The line was initially hit with a computer virus that was inserted into the central control module for the line. This disabled every droid that was hooked into the line. This is the last thing recorded on the security cameras, which were disabled just after the droids, though whether the virus was responsible is not clear.

“What we know beyond that is once the line was cut off, someone came in here and blasted every droid with an ion gun, then dropped a few thermal detonators at strategic points along the line.”

Some of the members of the tour gasp in astonishment, while others whisper among themselves.

Everyone will hear that much. Heroes who go over to listen to the speech will be able to ask questions. Likely questions, and answers, are below. LV-15 doesn’t know an enormous amount about what happened here, just what he’s been programmed to know.

Were any sensors left operational? *Nothing useful.*

Do you know if the attacker was droid or organic? *Organic, of course. No droid would have bothered disabling the organic detector arrays we keep in place. Besides, all of the droids on Uffel are completely loyal.*

No one could have reprogrammed one of the droids? Say, an organic visitor? *The odds of an Uffel-produced droid being successfully reprogrammed while on Uffel are 2,398,113 to one. Give or take 5.*

Can I try? *No.*

Were any droids missing from the line when the shooting was over? *Our count is imprecise. However, we believe that all droids that were present are accounted for, at least in part.*

LV-15 really doesn’t know anything else, and will tell the heroes as much if the questions get more detailed. The standard answer, *“That is beyond the bounds of my programming. If you wish further*

information on this matter, I recommend you contact HG-211,” should suffice.

Talking to the Tour Group

If the heroes have already been to Line Two (where they were attacked), then the tour group just passed by there, and saw that it had been blocked off by a security patrol. If they haven’t, then there will be no mention of Line Two by the tour group, because they haven’t been there yet either.

If the heroes have already been to Line One, their mouse droid tail appears again here, and begins playing with a young Sullustan female who is accompanying her very serious-looking parents on the tour. She brightens noticeably at having something “interesting” to play with, and will be all bouncy smiles for anyone who plays “chase the droid” with her. Her parents will frown worriedly, but not interfere, since she’s been rather a pain since getting here, and they’re happy to let her run around a little.

There are various individuals in the tour group, some of whom look fairly ridiculous wearing the breath masks. The Gungan in the group, for instance, is having a real problem keeping his mask on his nose; it wants to slide off to one side or the other, and he’s getting grumpy. The two Twi’leks have had to wind their head-tails around their necks, to keep from touching anything they aren’t supposed to, and seem fairly bored with the whole experience. I would actually recommend using a husband-wife duo for much of the questioning, where the husband provides a straight answer, and then the wife corrects him or provides slightly more information, causing the clearly hen-pecked husband to roll his eyes and sigh every time. The bullets below are written in this kind of alternating fashion, but don’t feel like you have to run it this way. You may have NPCs of any species available for the heroes to interact with (within the bounds of the LF rules, of course), and the following information can be gained:

- The tour has been interesting, if uninformative.
- They’ve shown us a lot of things that are broken, or sabotaged. I’m starting to wonder if they have some bigger secret they’re hiding.
- We’ve seen a couple of different lines. Nothing seems to be working.
- If anything ever worked around here, I’d be surprised. Do they really produce droids, or just excuses?
- They’re absolutely convinced it was an “organic” that did this to them, even though they have no evidence at all to support that belief.

- Apparently, they think the programming is so good that the droids can't possibly do anything like this.
- I've not seen anything suspicious.
- Everything in here looks suspicious to me. All these droids that don't talk, don't look at you, don't do anything except work. That's not natural!

The tour group is relatively informative, since they've had more time to listen to the "party line" than the heroes have, but all they know is the party line, and their own paranoid suspicions.

Wandering the Line

As noted above, the droids doing the cleaning in here are mute, and not equipped to communicate in any way. Attempting to connect a datapad or other device to one of the droids causes it to shut down immediately. If three or more droids are shut down in this way, 211 will arrive immediately after the third and berate the responsible hero(es) for their inattention to their task. Any droid that has useful information will be able to communicate that information, and if the heroes insist on trying to communicate with droids who are not programmed for such, they will be asked to leave the moon.

211's not totally unreasonable, though, and if it's pointed out that this kind of investigation may yield additional information, he will back down, stating that the heroes may requisition permission to attempt communication with droids who may have unique information, but they must not attempt any reprogramming. If pressed, he will explain that the self-destruct mechanisms for the droids are very potent, and access to them is locked at a very high level (read: DC 60 or so) when organics are within 10 meters.

Heroes who want to conduct a thorough search of the area may do so. They have the time to take 10 or 20, and as such, the DCs for the search checks below are pretty extreme. As with any of the charts of this type in LF, try to "share the love." Start with the lowest DC of the individuals searching, and move up the ladder, providing more information with each step. In the case of ties, break them by the number of ranks the heroes have put into the search skill. If they're still tied, flip a coin or something.

DC	What they find
10	There are lots of droid bits here.
15	The weapons are present, but several mounts are missing.
20	The explosion points on the line are precisely spaced.
25	The explosion points on the line are 1.3 meters apart.

30	The computer bank at the head of the line has had its face-plate removed. There is evidence of tampering here, probably where the virus was inserted. The face-plate was removed using magnetic couplings. (If they can also make a DC 25 check related to knowledge of electronics, crafting droids, etc: These can be easily attached to droid limbs, but are very awkward for organics to use.)
35	The distance between the explosion points on the line corresponds precisely to the distance covered by a standard protocol droid in three strides.

If informed of what the heroes have found here, 211 will tell them to continue their investigation. If they've not been to either of the other lines, he will suggest they go to them. If they have, he will recommend they head for R&D next.

Encounter 5: R&D

Key idea of this encounter: an intransigent astromech, a flurry of activity, and a single-minded R&D division create logistical difficulties for the heroes

While R&D should, theoretically, be one of the places the heroes can learn the most about Uffel, it is actually one of the least helpful bunches of droids on the entire moon. The droids created to work in R&D are almost as single-minded in their devotion to their tasks as those working on cleaning up the various other lines, but they possess a much higher degree of intellect, and are therefore much more vocal about their displeasure at being bothered.

Knowing that they would be visited by organics working for 211, the R&D droids have prepared a spokesperson – R6-D6, an astromech fitted with a vocabulator. They reprogrammed the vocabulator, though, such that R6 speaks in a robotic croak, and has a tendency to deliver sentences backward.

When they enter R&D, R9 will wander off to make a preliminary report, and will only rejoin the party when they are ready to leave the R&D area. He flies up near the ceiling and plugs into a socket where he can download his observations thus far, and is clearly in no danger.

Droids fill every nook and cranny of X2-4, but when the blast doors into the R&D section slide open, it still takes your breath away. Tall droids, short droids, droids with dull finishes, droids so bright and reflective that it almost hurts to look at them – all of them scurry back and forth, busily grabbing parts and assembling them. As you watch, a crowd of droids clears away from a nearby staging area, revealing a 7-legged, 3-meter tall monstrosity of a droid. It swivels

its head toward you, eyes glinting orange, and then one of the other droids reaches up and flips a switch. The huge droid settles to the floor, and the droids around it form a protective wall, staring at you.

Yeah, that droid was pretty much unlike anything the heroes have ever seen. It had broad-set, thick arms, powerful legs, and an oblong head terminating in a shiny spike. When the droids step away from the staging area, an opaque shield has arisen, obstructing view of the droid within.

One of the droids, a protocol droid with a flat white finish, moves toward you, walking with a smooth gait.

"I am N-4PO, administrator of Uffel Research and Development. I was informed of your coming. We are very busy, and cannot all take time to speak with you. You have been assigned this astromech." 4PO snaps his fingers, creating a perfect middle-C, and a grey-and-black astromech half-rolls, half-hobbles out of the nearby shadows. "R6-D6 will deal with any questions you have. Good day."

4PO isn't all that interested in what the heroes are doing, and isn't impressed that they were hired by 211. 211, in his estimation, is a brute with no sense of what is proper for the droids of Uffel, and could not manage anything more intricate than an oil change. As a result, 4PO has nothing further to say to the heroes, referring them to R6 for all their questions.

I strongly suggest having an action figure to represent 4PO. This will TOTALLY convince the players that he's the source of the problem, when in fact, he's not – he just really dislikes organics, and doesn't think they're going to accomplish anything useful here.

R6 is probably the oldest, clunkiest droid on Uffel. It is one of the first wave of droids off the line, so has been around for a while, but its circuits and gears are getting worn. Be creative, but make sure the players understand that of all the droids they've seen, this is the junkiest of the lot.

Appearances can be deceiving, though. R6 knows a great deal, some of it more than the party line. The heroes must simply ask the right questions, and not get too annoyed at his somewhat odd speech patterns. When playing R6, remember the robotic croak, and feel free to do other odd things with his syntax – just don't make him into droid Yoda! If the players are totally confused, feel free to give them intelligence checks (DC 10) to figure out that the droid is talking backwards.

Do you know about the sabotage incidents? *Yes.*

What do you know about them? *Hit been have lines many. Bad very is it.*

Do you know who's responsible? *That knows one no. Not it is, here are you why is that?*

Is a droid responsible for the sabotages? *Impossible is that.*

Why impossible? *Programming our against is that. Droids other against act cannot we.*

What in the world is up with your speech? *Reprogrammed was vocabulator my.*

By who? *Guess.* [With a glance toward 4PO]

Can we reprogram you? *Ask never you'd thought I!*

When did the acts of sabotage start? *Sky the from fell things many. Disturbed were things many of orbits the. Atmosphere the of layers upper the disrupted something.*

Do you know what did that? *Moon the to close too passed something big.*

How do you know? *Crafts incoming detect to sensors operate usually I.*

So you saw an incoming craft that knocked things out of orbit? *Was it what, sure not I'm. Big something saw I.*

Did the big something jettison anything? Say, an escape pod? *No.*

And this all started up after the stuff fell out of orbit? *Cover for used been have could storm debris ensuing the, yes.*

What fell out of orbit? *Metal. Rock. Debris.*

A droid? *Monitored be would Uffel on droid any. Unlikely.*

What do you know about Thaeer? *Ask you do why? Military strong. Trade much. System neighboring.*

Is 4PO loyal to Uffel? *Ours of all like is programming his. Loyal unfailingly.*

Do you know who would have set up droids to attack organics in this compound? *Territorial very are you. Away organics other keep to wants that organic any.*

Why is this mouse droid following us? [R6 will speak to the mouse droid in binary] *You protecting is he.*

What are the odds of reprogramming an unwilling droid on Uffel? *One to 2,398,113.* [Or, technically... "One to thirteen-hundred-one-thousand-eight-ninety-hundred-three-million-two."]

What would you say if we told you the explosives on the military line were planted by a protocol droid? *Way no! Way no absolutely! [Followed by excited beeping and whirring]*

Okay. You're going to get tired of reading this dialogue backwards, or coming up with backward answers to things that aren't here. If the players aren't catching on that they should reprogram R6, have it ask them: *"Vocabulator my reprogram you can? Backward talk*

I, but forward think I. Annoying is this. The voluntary reprogramming of the droid will only take a DC 15 repair check (or whatever's appropriate to stop the annoyance), but must be done stealthily, or 4PO will notice and attempt to stop them. Once the reprogramming is done, just read his answers backward – which will put them in the right order.

As a summary, R6 actually does tend to work the station that monitors incoming ships. The day of the debris storm, it noticed a large object moving close to the atmosphere of Uffel, but the object didn't enter. Instead, it dislodged several chunks of asteroid, metal, and debris from their orbits around Uffel and sent them crashing to the ground. It is his opinion that this debris storm was used as a cover by the organics who are now sabotaging the lines. He doesn't know how they're evading the security systems, but there are always ways to do so.

No other droids will speak with the heroes here. 4PO has turned off their audio sensors, so they won't even hear the heroes speak. 4PO himself is busy reprogramming the shields around the monster droid, and will sniff disdainfully at any attempts to engage him in further conversation.

Encounter 6: A Security Summons

Key idea of this encounter: after they've had time to visit the three lines and the r&d area, the heroes are called back to 211's office at the security center; 211 is disabled by a power surge, which the heroes can trace back to the MSF line

Given that this is an investigative event, some of the prior encounters may take more or less time, from one group to the next. It is possible that you will need to move on to this encounter early, due to time constraints, so every group may not get to all of encounters 2-5. Just make sure they get the important information somewhere.

211 is on a tight timeline. X2-4's security must be restored, and the organics have just about outlived their usefulness – so to speak. If the heroes don't have anything useful to report at this point, he's inclined to dismiss them and continue the investigation himself.

As you ponder where, in the massive complex, you should go next, the comlink 211 gave you begins to beep.

"I have been informed that you have visited the designated areas. Please return to the central security station immediately to file a report with me. Instruct IT-R9 to return to R&D. Its mission is complete."

211 is busy, and will say whatever it takes – quickly – to get the heroes to head back to the security station as soon as possible. R9 is now a non-factor in the event.

They pass a variety of tour groups on the way, most of them gaping at the droid city of X2-4 in slack-jawed amazement. The city truly is a technological wonder, and other than the tour groups and the heroes, there are no organics present.

When the heroes arrive at the security station the doors slide open and 211 motions them in.

It's difficult to say how 211 will react. As with most droids, he finds it very difficult to believe that any droid could be responsible for the problems on Uffel, and will dismiss initial attempts to convince him otherwise. He will not be surprised at 4PO's attitude (he's never liked the head of R&D all that much), but will dismiss the possibility that 4PO would actively sabotage X2-4.

At least 3 of the following discoveries must be presented to 211 before he will act. If the heroes have been transmitting their findings as they went, he will ask for a summation, and as long as they reach the requisite 3 discoveries, you may proceed to the box text that follows.

1. The explosives on the military line were placed exactly three paces apart for a standard protocol droid.
2. There was that worm running in the background of X2-4's system, sending information to a satellite.
3. The droids on the protocol line had been reprogrammed to speak the languages most common in Thaere. Which might mean industrial espionage.
4. There was a large object, probably a ship, that passed closed to the upper atmosphere just before the debris storm began. It could have dropped a sabotage team in the storm it created.
5. The face plate on the military line computer was removed using magnetic couplings, which are easy to mount on droids, but hard to handle for folks like us.
6. No organic could have gone undetected in Uffel for this long, could they?

Once 211 has had a chance to think about what the heroes have told him for a few seconds he will nod, then turn to his computer terminal.

"One moment. I should run a check on –" His voice cuts off abruptly as the terminal he just plugged into begins to whir and spark. With a sizzle that sounds

almost like a sigh, 211 falls to the floor, his sensors blank and lifeless.

Now would be a good time for the heroes to decide to work quickly. They can check his station (DC 15 computer use, disable device, or whatever) to see that it is not rigged to explode. Anyone with skills relevant to electronics (craft or profession skills, repair, and so on) will immediately recognize what happened as a very strong power surge, which apparently fried 211's circuits. One of his main boards was damaged, and the heroes can't fix him immediately. It only takes a DC 5 repair check to figure out that he **can** be fixed, but it's going to take parts they don't have available to them at the moment. They cannot figure out what he was going to look up on X2-4's network, either. What they can do is try to trace how the surge was delivered.

A DC 25 (20 in lower tier) computer use check will allow them to trace the source of the power surge back to the MSF line, where someone triggered a destructive power-cell overload routine less than two minutes before.

If they don't make this DC, their mouse droid tail will scurry over, plug in, and attempt to assist them on a retry. It automatically makes its DC 10 check to give a +2 bonus in this situation, though you can roll for dramatic effect if you like. This will also (hopefully) remind the players that they can help whomever's doing the programming.

Once they know where the troublemaker is, they can sound whatever alarms they like (or none, if they don't think to do so), and head for the MSF line.

Encounter 7: Stop, or I'll Reprogram!

Key ideas of this encounter: rushing to the MSF line, the heroes find that nothing has changed; all the droids are engaged in exactly the same tasks they were before, and no one has come or gone from the line in the last 5 minutes; only one of the droids actually looks surprised, and that is LN-73; fortunately, he has a contingency plan that he's been working on since learning of 211's recruitment of the heroes, which may allow him to escape

The heroes are welcome to stop and take time to prepare before heading for the MSF line, but make sure to give them intelligence checks to realize that if they can track the individual responsible for the power surge, that individual can likely tell that they've been tracked, and may leave if the heroes take too long. In other words, create a sense of urgency.

You rush down the corridor to the MSF line, uncertain what you'll find. As you slam the wall panel, the blast doors slide open, revealing...

Everything exactly as it was the last time you were here. The hyperactive mouse droids are still rushing around, cleaning. The SV-series droids are still seated by the near wall, watching the room. The line- and computer-repair droids are hard at work. The only sound other than your slightly-labored breathing is the whirring of the computers, and the clanking of the tools.

If the heroes talk to the SV droids first, they can learn that no one – droid or organic – has entered or left the MSF line in the last fifteen minutes. Which means, naturally, that either the trace was misdirected, or the perpetrator is still here.

If the heroes make any attempt to shut off access to the MSF line, LN-73 will act. If they look like they are going to approach him in any way, LN-73 will act. If they attempt to tap into the computer system on the line to see if the trace was misdirected, LN-73 will act.

Give them spot checks, DC 25, to notice that LN-73 (who is still up on a scaffold to do computer repair work) is watching them intently. Once they do anything to set him off, read the following:

The blast doors through which you entered slam shut, and the doors on the opposite side of the room slide open. The droid atop the scaffold points to you and shrieks in an alarm-like voice. "There they are! Get them!"

As it speaks, several individuals – a few humans, a Rodian, a Sullustan, and a Tarasin – rush through the newly-opened doors, weapons at the ready.

The stat blocks for the individuals involved in this combat are included as Appendix A.

The other group of individuals are actually members of a separate tour group that LN-37 recruited to assist in its own investigation. Telling them that it believed 211 might have been corrupted, it asked for their help, and has been sending them to every place the heroes have gone, about twenty minutes after. When they headed for 211's office, LN called the second band back here and told them it suspected a second strike might be coming at the MSF line. It then holed them up in an antechamber of the line and went back to work.

The other droids here are, in a word, clueless.

In both tiers, the second party of adventurers will position themselves between the heroes and LN-73. All of them but Nikolo have their blasters set on stun, because in spite of what LN has told them, they don't want to kill anyone. When they're in position, LN will jump down from his scaffold and use his "help" as cover. After two rounds of combat, he will attempt to

escape through the door the opposition used to enter the room.

LN-73: Walking protocol droid Expert 2/Thug 5; Init +2; Defense 16 (+2 dex, +4 armor); Spd 8 m; WP 15; Atk +7 ranged (he'll have to pick up a weapon), +8 melee (2d6+3, vibro-hand); SV Fort +6, Ref +3, Will +2; SZ M; Rep 0; Str 16, Dex 14, Con 15, Int 13, Wis 12, Cha 10.

Equipment: Environmental compensator, vibro-hand, improved sensor package, shields (DR 10), translator (DC 10), self-destruct mechanism, locked access.

Skills: Computer Use +13, Forgery +13, Jump +6, Intimidate +5, Speak Caarite, Speak Bothan, Speak Sullustan, Speak Basic, Speak Tarasinese.

Feats: Armor Proficiency (light), Skill Emphasis (Forgery), Skill Emphasis (Computer Use), Weapons (simple, blasters, vibro).

IMPORTANT NOTE: Two of the individuals in the other group may have been encountered previously by the heroes. San and Nia were the Force Adepts who led the heroes into the jungles of Cularin in "The Resistance Within." Anyone who played that event, with this character, may roll a spot check (DC 20) to recognize them, and an intelligence check (DC 12) to remember who they are specifically. San and Nia were pleasant youths concerned with protecting the rights of the Tarasin, and there was no evidence, at the time, that they were at all into sabotage. They were both big on "relief" for the repressed indigenous peoples. If the heroes recognize them, and attempt to communicate, this fight may never even begin.

Tactics, Lower Tier

Because they knew this was coming, Philinda has been delivering a pep-talk to the opposition. For the duration of the combat, the other group is under the effects of Inspire Confidence +1, which gives them +1 to their attack rolls, skill checks, and will saves. Only the attack bonus is noted in the stat blocks in Appendix A.

Tret will open in multifire mode, then realize that he probably can't hit anything that way after a pathetic first volley. His blaster is set to stun. Philinda will do her best to avoid fighting. She's really, really bad at it, and is along as a cheerleader. With the group inspired, most of what she's able to do in combat has been exhausted. If forced into melee, she will utilize her expertise and shriek a lot. She will use her hold-out blaster only if someone seems absolutely intent on killing her, since she's not good enough with it to bother switching firing modes to "stun."

Nikolo has conveniently "forgotten" to set his blaster to stun, and the first shot he takes will be at the biggest individual (likely a Wookiee or Trandoshan)

present. He may spend a round maneuvering stealthily for position if it will help him get a clear shot of any burly types. Once he fires a single shot on a lethal setting, both San and Nia will shout at him (on their next actions) to switch to stun. He'll say something fairly rude in Rodian and switch firing modes before shooting again.

Ba'Ols is hoping to get out of this without fighting at all. His plan is to step forward and ignite his lightsaber (blue), which is already in his hand, to try to intimidate the "saboteurs" into surrendering. He will ready an action to attack any weapon held by a person who attacks him with what he perceives as lethal intent, preferring to disarm lightsabers rather than destroying them, and will bring up his battlemind immediately, just in case. He will be as defensive as possible, and concentrate on disarming his opponents rather than harming them. If someone gets in his face with a live blaster, he will attack the weapon.

Tactics, Higher Tier

Because they knew this was coming, Philinda has been delivering a pep-talk to the opposition. For the duration of the combat, the other group is under the effects of Inspire Confidence +2, which gives them +2 to their attack rolls, skill checks, and will saves. Only the attack bonus is noted in the stat blocks in Appendix A.

Tret will open in multifire mode, then decide whether he's better off taking a single shot a round (unlikely). His blaster is set to stun. Philinda will do her best to avoid fighting. She's really, really bad at it, and is along as a cheerleader. With the group inspired, most of what she's able to do in combat has been exhausted. If forced into melee, she will utilize her expertise and shriek a lot. She will use her hold-out blaster only if someone seems absolutely intent on killing her, since she's not good enough with it to bother switching firing modes to "stun."

Nikolo has conveniently "forgotten" to set his blaster to stun, and the first shot he takes will be at the biggest individual (likely a Wookiee or Trandoshan) present. He will spend a round maneuvering stealthily for position in order to get a clear shot at the back of one of the burly types. Once he fires a single shot on a lethal setting (and don't do this to anyone you aren't certain can handle 5d6 damage), both San and Nia will shout at him (on their next actions) to switch to stun. He'll say something fairly rude in Rodian and switch firing modes before shooting again.

Ba'Ols is hoping to get out of this without fighting at all. His plan is to step forward and ignite his lightsaber, which is already in his hand, to try to intimidate the "saboteurs" into surrendering. He will ready an action to attack any weapon held by a person who attacks him with what he perceives as lethal intent, preferring to disarm lightsabers rather than destroying

them, and will bring up his battlemind immediately, just in case. He will be as defensive as possible, and concentrate on disarming his opponents rather than harming them. If someone gets in his face with a live blaster, he will attack the weapon. At your discretion, he may also attempt to not kill anyone by repeatedly using Affect Mind to suggest to the “saboteurs” that their weapons are overheating, and they should drop them.

It should be very clear to the heroes, very quickly, that these guys (with the possible exception of Nikolo) are not out to hurt them. If they realize this, and continue to fight using lethal force, you may begin handing out DSPs.

If the party insists on fighting, there’s a good chance they may all end up unconscious. If this happens, LN-73 will escape from Uffel on a stolen shuttle.

If the party makes a reasonable attempt to talk to San, Nia, or Ba’Ols (who is a student at the Academy, and can be recognized as such if anyone asks and makes a DC 15 spot check), or even any of the others, the fight will be cut short, and then the heroes simply have to deal with LN-73. LN is not stupid enough to get caught and endanger its master, so will instead trigger its own self-destruct mechanism. This does 2d6 damage to anyone within 4 meters of him, and cannot be stopped as it’s an immediate effect once triggered.

Conclusion

After the fire fight on the MSF line, the heroes are escorted to a waiting room while 211 is repaired. After two hours, the blast doors slide open. Their success in dealing with LN-73 determines which of the conclusions you should run.

If LN-73 Escapes

If the entire party gets knocked out, or if LN-73 sneaks off down a side tunnel without being chased and captured (and it is certainly possible to chase him down; his movement is NOT that great!), then utilize the following conclusion.

A newly-repaired HG-211 stands in the doorway, watching you. “It appears that you have uncovered the saboteur. Strange that it was a droid. We will have to look into its capture. What you have told us about the droid should aid greatly in doing so. The balance of credits due will be placed into your accounts. In addition, MSF-111 believes you may need his protection again, and has asked to go with you. We have assented. Uffel thanks you.”

211 is not in much of a mood to talk. It’s hard to humiliate a droid, but his assertions that there was no way this could be a droid seem to have been proven wrong, and he’s somewhat grumpy about it. He doesn’t know what LN-73 was doing, only that it was clearly not a droid of Uffel manufacture, and he wants to find out where it came from.

If the heroes were all knocked out by San and Nia’s group, you should also offer resolution on that front.

As 211 leaves, a pair of contrite-looking young humans – a man and a woman – approach. They force smiles, and have trouble looking you in the eye. The young man speaks. “Um... sorry about that. But 73 said that it knew what was going on, and that 211 had been compromised... and we thought we were doing what was right.”

San, Nia, and most of their group (with the exception of Nikolo) feel awful about what happened, and would like to make it up to the heroes. They will offer to buy the heroes a round of drinks any time they come around the area San and Nia call home.

“So, hey. Any time you’re on Tilnes – just look us up.”

If the heroes permanently killed anyone this offer will not be extended. It will take pretty much a *coup de gras*, since they all could be stabilized easily.

If LN-73 is Captured or Killed

A newly-repaired HG-211 stands in the doorway, watching you. “Our technicians have had time to examine the saboteur droid’s circuitry. He was not of Uffel manufacture. We believe his creator is one of the droid production facilities in Hutt-space.” You believe that if a droid could spit, this one would. “The balance of credits will be placed into your accounts. In addition, MSF-111 has taken a fondness to you, and has asked to go with you. We have assented. Uffel thanks you.”

In addition, San and Nia will come find the group not long thereafter.

As 211 leaves, a pair of contrite-looking young humans – a man and a woman – approach. They force smiles, and have trouble looking you in the eye. The young man speaks. “Um... sorry about that. But 73 said that it knew what was going on, and that 211 had been compromised... and we thought we were doing what was right.”

San, Nia, and most of their group (with the exception of Nikolo) feel awful about what happened, and would like to make it up to the heroes. They will offer to buy the heroes a round of drinks any time they come around the area San and Nia call home.

“So, hey. Any time you’re on Tilnes – just look us up.”

If the heroes permanently killed anyone this offer will not be extended. It will take pretty much a *coup de gras*, since they all could be stabilized easily.

Here Ends, “Something Uffel”

Experience Point Summary

Experience is calculated as follows for Living Force events.

- 1) Experience awards in Living Force are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).
- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max roleplaying XP, consider carefully how well the players stayed in-character. This is your opportunity to reward appropriately cinematic behavior, so use it!

Adventure Experience Award:

Did the heroes discover the saboteur and either capture or kill LN-73? If so, each hero who survived receives 600 XP.

Adventure Experience:	600 XP
Roleplaying Experience:	0-400 XP

Total Possible Experience: 1,000 XP

If the heroes did not complete the scenario because of time constraints, but were “on the right track,” you may award ½ adventure experience. If the heroes succeeded in finding LN-73, but did not capture or kill it, award them ¾ adventure experience.

Loot Summary

If it’s not on this list, the PCs cannot keep it. This is a house rule that overrides what they may actually acquire in the scenario. Certificates are not supplied for standard equipment, but it should be assumed that any equipment the heroes find which is not listed here cannot be kept or is non-functional for one reason or another.

From HG-211

700-900 credits (depending on hero negotiations)

[CERTED]

MSF-111: Wheeled messenger droid Expert 1; Init +4; Defense 16 (+4 dex, +2 size); Spd 12 m; WP 10; Atk –1 melee, +4 ranged (no weapons); SV Fort –1, Ref +4, Will +2; SZ T; Rep 0; Str 8, Dex 18, Con 10, Int 12, Wis 10, Cha 10.

Equipment: Environmental compensator, recording unit (video and audio), tool mount (x2), small telescopic arms (x2), internal comlink, locked access.

Skills: Listen +2, Repair +3, Search +3, Spot +2.

Feats: Sharp-Eyed.

“MSF-111 took a liking to the heroes as they attempted to uncover the saboteur on Uffel. It is unfailingly loyal to its new master, and will go out of its way to protect him or her. It is incapable of using weapons. Any upgrades to MSF-111 must be made through Joh’s, the only dealer in the system licensed to upgrade Uffel droids outside the Uffel facility.”

None of the gear from the competing adventuring party may be kept, for obvious reasons.

Appendix A: Combat Stats for the Competing Adventurers

Lower Tier

San Herrera, human male Force Adept 3; IM +4; Def 15; Spd 10 m; VP/WP 27/14; Atk +2 melee (+3 w/confidence) (1d8, spear), +3 ranged (+4 w/confidence) (1d6 stun, blaster pistol, DC 15); SQ none; SV Fort +4 Ref +3, Will +4; SZ M; FP 3; Rep 1; Str 10, Dex 12, Con 14, Int 15, Wis 13, Cha 10.

Equipment: Spear, blaster pistol, fatigues.

Skills: See Force +4, Telepathy +3, Heal Another +5, Enhance Senses +3, Knowledge (Tarasin History) +6, Knowledge (Relief Work) +6, Bluff +5, Intimidate +4, Spot +7, Sense Motive +6, Listen +8, Profession (Trader) +5.

Feats: Weapons (primitive, simple, blaster pistols), Alter, Force-Sensitive, Sense, Improved Initiative, Alertness, Persuasive.

Nia Reston, Human female Force Adept 3; IM +1; Def 15; Spd 10 m; VP/WP 27/12; Atk +3 melee (+4 w/confidence) (1d8, spear), +3 ranged (+4 w/confidence) (1d6 stun, blaster pistol, DC 15); SQ none; SV Fort +5 Ref +3, Will +5; SZ M; FP 3; Rep 1; Str 12, Dex 12, Con 12, Int 14, Wis 14, Cha 11.

Equipment: Spear, blaster pistol, fatigues.

Skills: See Force +6, Force Push +11, Farseeing +5, Enhance Ability +4, Knowledge (Tarasin Oral Traditions) +6, Knowledge (Tarasin Force Skills) +6, Sense Motive +6, Survival +6, Treat Injury +4, Hide +5, Friendship +5, Profession (Missionary) +6.

Feats: Weapons (primitive, simple, blaster pistols), Alter, Force-Sensitive, Sense, Toughness, Great Fortitude, Skill Emphasis (Force Push).

Tret, Sullustan Soldier 2; IM +3; Def 17 (flight suit, dex); Spd 10 m; VP/WP 20/12; Atk +3 melee (+4 w/confidence) (2d6+1, vibroblade), +1/+1 ranged (+2/+2 w/confidence) (1d6 stun, blaster pistol, DC 15) or +6 ranged (1d6 stun, blaster pistol, DC 15, no multiframe), SQ darkvision; SV Fort +4, Ref +3, Will +1; SZ M; FP 2; Rep 0; Str 12, Dex 17, Con 12, Int 8, Wis 13, Cha 11.

Equipment: vibroblade, blaster pistol, flight suit.

Skills: Climb +3, Listen +3, Computer Use +3, Intimidate +5, Treat Injury +4.

Feats: Weapons (simple, blaster pistols & rifles, heavy weapons, vibroweapons), Armor (light, medium), Weapon Focus (Blaster Pistol), Point Blank Shot..

Philinda, Human Noble 3; IM +1; Def 15; Spd 10 m; VP/WP 14/10; Atk +1 melee (1d4-1, knife), +3 ranged (3d4, hold-out blaster); SQ Inspire Confidence +1, Call

in Favor; SV Fort +1, Ref +3, Will +5; SZ M; FP 4; Rep 4; Str 8, Dex 12, Con 10, Int 14, Wis 14, Cha 15.

Equipment: knife, hold-out blaster, robes.

Skills: Hide +7, Diplomacy +10, Gather Information +7, Disguise +8, Knowledge (Cularin) +7, Knowledge (Nobility) +8, Sense Motive +8, Profession (Broker) +6, Computer Use +5..

Feats: Weapons (simple, blaster pistols), Skill Emphasis (Diplomacy), Expertise, Trustworthy.

Nikolo, Rodian Scoundrel 2; IM +3; Def 18; Spd 10 m; VP/WP 14/14; Atk +2 melee (+3 w/confidence) (1d4, knife), +4 ranged (+5 w/confidence) (3d6, blaster pistol); SQ Illicit Barter, Better Lucky Than Good; SV Fort +2, Ref +6, Will +2; SZ M; FP 2; DSP 1; Rep 1; Str 13, Dex 17, Con 14, Int 10, Wis 10, Cha 6.

Equipment: knife, blaster pistol, street clothes.

Skills: Bluff +3, Hide +8, Spot +2, Search +5, Listen +3, Demolitions +2, Gather Information +1, Tumble +8, Sleight of Hand +8, Move Silently +8.

Feats: Weapons (simple, blaster pistols), Iron Will.

Ba'Ols, Tarasin Fringer/Jedi Guardian 1/2; IM +1; Def 17; Spd 10 m; VP/WP 30/15; Atk +3 melee (+4 w/confidence) (2d8, lightsaber), +3 ranged (+4 w/confidence) (1d6 stun, blaster pistol, DC 15); SQ color change, +4 to fortitude saves vs. heat effects; SV Fort +7, Ref +5, Will +2; SZ M; FP 2; Rep 2; Str 10, Dex 13, Con 15, Int 14, Wis 10, Cha 8.

Equipment: lightsaber, blaster pistol, robes.

Skills: Hide +9, Jump +2, Survival +4, Swim +4, Pilot +4, Listen +6, Spot +6, Knowledge (Tarasin Culture) +6, Battlemind +8, Enhance Ability +6, Heal Self +3, Empathy +1, Speak Basic, Speak Sullustese.

Feats: Weapons (simple, blaster pistols, lightsaber), Alertness, Force Sensitive, Control, Weapon Focus (Lightsaber).

Higher Tier

San Herrera, human male Force Adept 5; IM +4; Def 16; Spd 10 m; VP/WP 43/14; Atk +3 melee (+5 w/confidence) (1d8+1d4, spear), +3 ranged (+5 w/confidence) (1d6 stun, blaster pistol, DC 15); SQ force weapon +1d4 (above); SV Fort +5 Ref +4, Will +6; SZ M; FP 3; Rep 1; Str 10, Dex 12, Con 14, Int 15, Wis 14, Cha 10.

Equipment: Spear, blaster pistol, fatigues.

Skills: See Force +6, Telepathy +6, Heal Another +6, Enhance Senses +4, Knowledge (Tarasin History) +6, Knowledge (Relief Work) +6, Bluff +5, Intimidate +4, Spot +7, Sense Motive +7, Listen +9, Profession (Trader) +5, Battlemind +7.

Feats: Weapons (primitive, simple, blaster pistols), Alter, Force-Sensitive, Sense, Improved Initiative, Alertness, Persuasive, Control.

Nia Reston, Human female Force Adept 5; IM +1; Def 16; Spd 10 m; VP/WP 41/12; Atk +4 melee (+6 w/confidence) (1d8+1d4, spear), +4 ranged (+6 w/confidence) (1d6 stun, blaster pistol, DC 15); SQ none; SV Fort +6 Ref +4, Will +6; SZ M; FP 4; Rep 1; Str 12, Dex 12, Con 12, Int 14, Wis 14, Cha 12.

Equipment: Spear, blaster pistol, fatigues.

Skills: See Force +8, Force Push +13, Farseeing +7, Enhance Ability +6, Knowledge (Tarasin Oral Traditions) +6, Knowledge (Tarasin Force Skills) +6, Sense Motive +6, Survival +6, Treat Injury +4, Hide +5, Friendship +5, Profession (Missionary) +6, Force Stealth +4, Battlemind +4.

Feats: Weapons (primitive, simple, blaster pistols), Alter, Force-Sensitive, Sense, Toughness, Great Fortitude, Skill Emphasis (Force Push), Control.

Tret, Sullustan Soldier 5; IM +4; Def 18 (flight suit, dex); Spd 10 m; VP/WP 38/12; Atk +6 melee (+8 w/confidence) (2d6+1, vibroblade), +5/+5/+5 ranged (+7/+7/+7 w/confidence) (1d6 stun, blaster pistol, DC 15) or +10 ranged (+12 w/confidence) (1d6 stun, blaster pistol, DC 15, no multifire), SQ darkvision; SV Fort +5, Ref +5, Will +2; SZ M; FP 4; Rep 1; Str 12, Dex 18, Con 12, Int 8, Wis 13, Cha 11.

Equipment: vibroblade, blaster pistol, flight suit.

Skills: Climb +3, Listen +3, Computer Use +3, Intimidate +5, Treat Injury +7.

Feats: Weapons (simple, blaster pistols & rifles, heavy weapons, vibroweapons), Armor (light, medium), Weapon Focus (Blaster Pistol), Point Blank Shot., Precise Shot, Rapid Shot.

Philinda, Human Noble 6; IM +1; Def 16; Spd 10 m; VP/WP 26/10; Atk +3 melee (1d4-1, knife), +6 ranged (3d4, hold-out blaster); SQ Inspire Confidence +2, Command +2, Call in Favor; SV Fort +2, Ref +4, Will

+7; SZ M; FP 7; Rep 6; Str 8, Dex 12, Con 10, Int 14, Wis 14, Cha 16.

Equipment: knife, hold-out blaster, robes.

Skills: Hide +10, Diplomacy +14, Gather Information +9, Disguise +11, Knowledge (Cularin) +10, Knowledge (Nobility) +10, Sense Motive +11, Profession (Broker) +9, Computer Use +8..

Feats: Weapons (simple, blaster pistols), Skill Emphasis (Diplomacy), Expertise, Trustworthy, Toughness.

Nikolo, Rodian Scoundrel 5; IM +4; Def 20; Spd 10 m; VP/WP 32/14; Atk +4 melee (+6 w/confidence) (1d4, knife), +7 ranged (+9 w/confidence) (3d6, blaster pistol); SQ Illicit Barter, Better Lucky Than Good, Sneak Attack +2d6; SV Fort +3, Ref +8, Will +3; SZ M; FP 2; DSP 1; Rep 2; Str 13, Dex 18, Con 14, Int 10, Wis 10, Cha 6.

Equipment: knife, blaster pistol, street clothes.

Skills: Bluff +5, Hide +15, Spot +4, Search +7, Listen +4, Demolitions +4, Gather Information +4, Tumble +12, Sleight of Hand +12, Move Silently +15.

Feats: Weapons (simple, blaster pistols), Iron Will, Dodge, Skill Emphasis (Hide), Skill Emphasis (Move Silently)..

Ba'Ols, Tarasin Fringer/Jedi Guardian 1/5; IM.+1; Def 18; Spd 10 m; VP/WP 66/15; Atk +6 melee (+8 w/confidence) (3d8, lightsaber), +6 ranged (+8 w/confidence) (1d6 stun, blaster pistol, DC 15); SQ color change, +4 to fortitude saves vs. heat effects; SV Fort +9, Ref +6, Will +3; SZ M; FP 7; Rep 3; Str 10, Dex 13, Con 16, Int 14, Wis 10, Cha 8.

Equipment: lightsaber, blaster pistol, robes.

Skills: Hide +9, Jump +2, Survival +4, Swim +4, Pilot +4, Listen +6, Spot +6, Knowledge (Tarasin Culture) +6, Battlemind +12, Enhance Ability +11, Heal Self +6, Empathy +3, Affect Mind +9, Speak Basic, Speak Sullustese.

Feats: Weapons (simple, blaster pistols, lightsaber), Alertness, Force Sensitive, Control, Weapon Focus (Lightsaber).

Critical Event Summary

Something Uffel

1. Did the heroes attempt to disassemble any of the Uffel droids against their will?

Yes

No

2. Did the heroes attack any of the Uffel droids who were not attacking them, other than LN-73?

Yes

No

3. Did the heroes recognize San and Nia?

Yes

No

If so, did they continue fighting anyway?

Yes

No

4. Did the heroes either capture or kill LN-73?

Yes

No

5. Did the Heroes accept MSF-111? If so, record the name, RPGA #, and character name of the individual who is MSF-111's new master below.

Convention Coordinator:

To report these results (for events during the month of September 2001 only), you may US mail them to:

RPGA - Living Force, P.O. Box 707, Renton, WA 98057-0707

Or email to: LFPlots@living-force.net

Or fax to: (425) 687-8287 Attention Living Force Critical Events

Check <http://www.living-force.net> for other methods.